

## CLAIMS

1. A method of providing a fast path message transfer agent, the method comprising:

receiving bytes of a message over a network connection;  
determining whether the number of bytes exceeds a predetermined threshold, wherein if not, then writing the message only to a memory, and wherein if so, then writing the message to the memory and a non-volatile storage.

2. The method of Claim 1, wherein writing the message to the memory and the non-volatile storage includes:

writing a portion of the bytes up to the predetermined threshold to the memory; and

storing a remainder of the bytes onto the non-volatile storage.

3. The method of Claim 2, wherein writing the message to the memory and the non-volatile storage further includes:

determining whether all bytes of the message have been received;

wherein if not, then

receiving additional bytes of the message over the network connection; and

writing the additional bytes onto the non-volatile storage; and

wherein if so, then

proceeding to re-route the message.

4. The method of Claim 3, wherein if the number of bytes is less than the predetermined threshold and all bytes of the

message have been received, then proceeding to re-route the message.

5. The method of Claim 4, further including:  
accessing the message;  
sending the message to each destination; and  
determining whether the message was received successfully by each destination.

6. The method of Claim 5, wherein if the message was received successfully by each destination, then  
removing the message from the memory and the non-volatile storage, if on the non-volatile storage; and  
indicating a successful receipt of the message.

7. The method of Claim 6, wherein if the message was not received successfully by each destination, then  
identifying all failed destinations;  
storing the message on the non-volatile storage; and  
indicating a successful receipt of the message.

8. The method of Claim 7, further including retrying the failed destinations after a delay.

9. The method of Claim 8, further including:  
determining whether the message is successfully received by the failed destinations,  
wherein if not, then  
returning to the step of retrying the failed destinations after a delay; and  
wherein if so, then

removing the message from the non-volatile storage.

10. The method of Claim 9, further including disabling the fast path message transfer agent if a predetermined condition exists.

11. A computer program product comprising:

a computer usable medium having a computer readable program code embodied therein for providing a fast path message transfer agent, the computer readable program code comprising:

computer readable program code that receives bytes of a message over a network connection; and

computer readable program code that determines if the number of bytes exceeds a predetermined threshold, wherein if not, then writing the message only to a memory, and wherein if so, then writing the message to the memory and a non-volatile storage.

12. The computer program product of Claim 11, further comprising:

computer readable program code that writes a portion of the bytes up to the predetermined threshold to the memory; and

computer readable program code that stores a remainder of the bytes onto the non-volatile storage.

13. The computer program product of Claim 12, further comprising:

computer readable program code that determines if all bytes of the message have been received,

wherein if not, then receiving additional bytes of the message over the network connection and writing the additional bytes onto the non-volatile storage, and

wherein if so, then proceeding to re-route the message.

14. The computer program product of Claim 13, further comprising:

computer readable program code that proceeds to re-route the message if the number of bytes is less than the predetermined threshold and all bytes of the message have been received.

15. The computer program product of Claim 14, further comprising:

computer readable program code that accesses the message;  
computer readable program code that sends the message to each destination; and  
computer readable program code that determines if the message was received successfully by each destination.

16. The computer program product of Claim 15, further comprising:

computer readable program code that removes the message from the memory and the non-volatile storage, if on the non-volatile storage, and indicates a successful receipt if the message was received successfully by each destination.

17. The computer program product of Claim 16, further comprising:

computer readable program code that identifies all failed destinations, stores the message on the non-volatile storage, and indicates a successful receipt of the message if the message was not received successfully by each destination.

18. The computer program product of Claim 17, further comprising:

computer readable program code that retries the failed destinations after a delay.

19. The computer program product of Claim 18, further comprising:

computer readable program code that determines whether the message is successfully received by the failed destinations, wherein if not, then returning to the step of retrying the failed destinations after a delay, and wherein if so, then removing the message from the non-volatile storage.

20. The computer program product of Claim 19, further comprising:

computer readable program code that disables the fast path message transfer agent if a predetermined condition exists.

21. A method of providing a fast path message transfer agent, the method comprising:

receiving a network connection from an email server;  
receiving addresses of any recipients; and  
determining whether connections can be formed to the recipients,

wherein if so, then receiving bytes of a message and sending the bytes to the recipients, and

wherein if not, then retrying the connections a predetermined number of times.

22. The method of Claim 21, wherein if the bytes are received by the recipients, then responding to the server that the message was successfully received by the recipients.

23. The method of Claim 21, wherein if not all the bytes are received by the recipients, then responding to the server that message transfer was not successful.

24. The method of Claim 21, wherein if retrying exceeds the predetermined number of times, then responding to the server that connections to the recipients were not successful.

25. A method of providing a fast path MTA, the method comprising:

receiving a network connection from an email server;  
receiving bytes of a message over the network connection;

and

determining whether the number of bytes exceeds a predetermined threshold, wherein if not, then writing the message only to a memory, and wherein if so, then writing the message only to non-volatile storage.

26. The method of Claim 25, further including if all bytes of the message have not been received, then receiving additional bytes.

27. The method of Claim 26, further including if the total number of bytes exceeds a predetermined threshold, then storing the total number of bytes in a non-volatile storage device and erasing any bytes of the message written to memory.